LIGHT SEEKER

A curse has cast a shadow over the valley, causing the inhabitants to run from the villages and the animals to flee their nests. From the top of a ridge, a mysterious creature named Buh has noticed the desolation and decided to bring the light back. As they stroll through the valley, Buh uses their magic to seek out and restore the light. As the darkness recedes, wildlife and the village's inhabitants begin to return and revel in the sun's life-giving warmth once again.

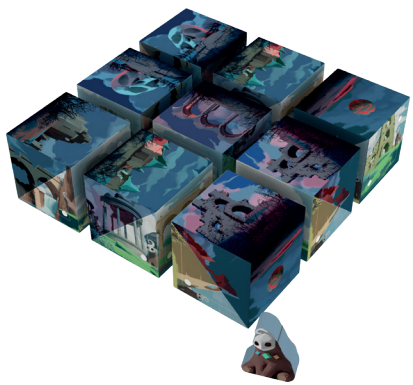
Components

9 Land Cubes

1 Buh Meeple (Blocking Token)

Setup

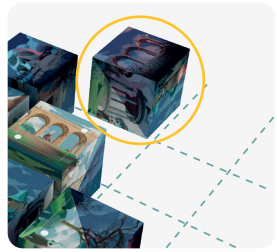
1. Randomly place the Cubes into a 3x3 grid with their dark sides facing up. Orient the grid so that a corner is pointing at each player. There should be a small gap between each Cube.
2. Place the Blocking token on top of the central cube. You are now ready to begin.



3. The player who last turned on a light will starts with the first turn.
4. This first turn is only different from subsequent turns (see "Gameplay"), in that only **one** action is performed, instead of two.

Key Concepts

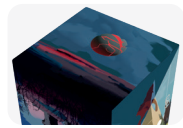
Valley



The Cubes represent the valley, made up of an edgeless grid. Cubes must always align with that grid as they are moved by the players.

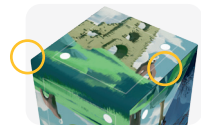
Light Area

Each Cube will show a certain amount of light, depending on which of their sides are facing up:



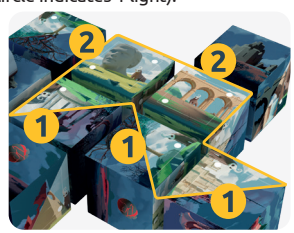
Dark sides show 0 light.

Half sides show 1 light.

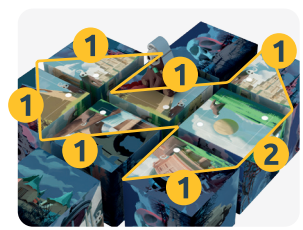


Bright sides show 2 light.

A Light Area is any amount of light either from one Cube or from multiple that have Bright or Half sides orthogonally adjacent to each other. The value of a Light Area is the sum of the light added by those adjacent sides (each white circle indicates 1 light).



Example: light area with 7 white circles



Example: light area with 8 white circles

Open Space

Each Cube has four orthogonally adjacent spaces adjacent to it. Any space that does **not** contain another Cube is considered to be an Open Space.

Gameplay

Players alternate performing turns, where they move Cubes within a grid as they try to create a Light Area with a value of 7 or more.

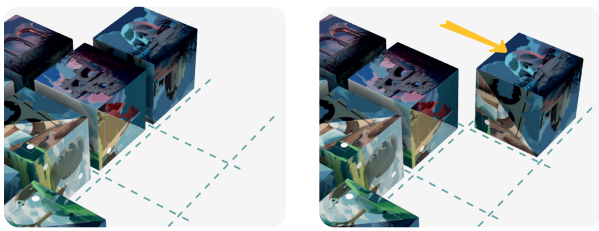
On their turn each player must perform exactly 2 actions, and then move the Blocking token. For each action, the player must select one Cube that meets the following criteria:

1. The Blocking token is not on top of the selected Cube.
2. There is at least one Open Space next to the selected Cube.

The selected cube must be moved in one of the following two ways:

Slide Cube

Slide the Cube into one of its Open Spaces so that the Cube does not rotate in any way.

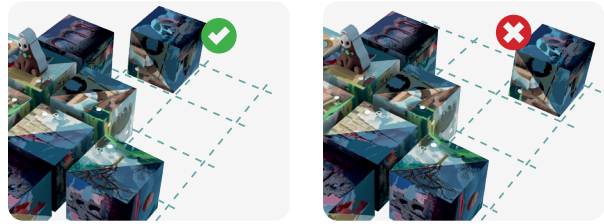


Tilt Cube

Tilt the Cube over one edge into an adjacent Open Space. By doing this, there will be a new side facing up after the move.

After performing two actions, the following conditions **must** be met:

1. Every Cube is orthogonally or diagonally adjacent to at least one other Cube.



2. There must be more total light showing than there was at the start of the turn. The total light value is the sum of all Light Area values.

Example: The total light value at the beginning of the turn is 5. At the end of the turn, the total light value needs to be 6 or higher.

Move Blocking Token

After performing both actions, the active player must move the Blocking token to any other cube. After this, their turn ends.

Winning the Game

At the end of each turn, If, at the end of a turn, there is a **light area** of the value of **7 or more**, then the player who just ended their turn wins the game!

Credits

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Digital Rules

Digital rulebook available at thundergryph.com/rulebooks

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